MISSION 6
PURGE THE XENOS

Furious bursts of bolter fire ripped across the wreckage-strewn landscape as Squad Octavian fought desperately to halt the endless tide of Genestealers swarming from every direction. A vox message, almost drowned by the gunfire and shrill cries of dying xenos, crackled across the vox-net.

"Brother Atreus, this is Sergeant Octavian. Your assistance is timely indeed. Converging on your position now."

"Sergeant, we have encountered an additional threat," responded Atreus. "There is a hive node nearby, an abominable orifice spewing forth more of the xenos, spitting them from the earth like some foul infestation. We have damaged it, but not yet managed to destroy it."

The Sergeant peered across wreckage and picked out the hive node beyond, a writhing, fanged maw that disgorged more Termagants and Genestealers, each immediately scuttling to join the battle. Atreus was correct – before clearing the area this threat had to be wiped out.

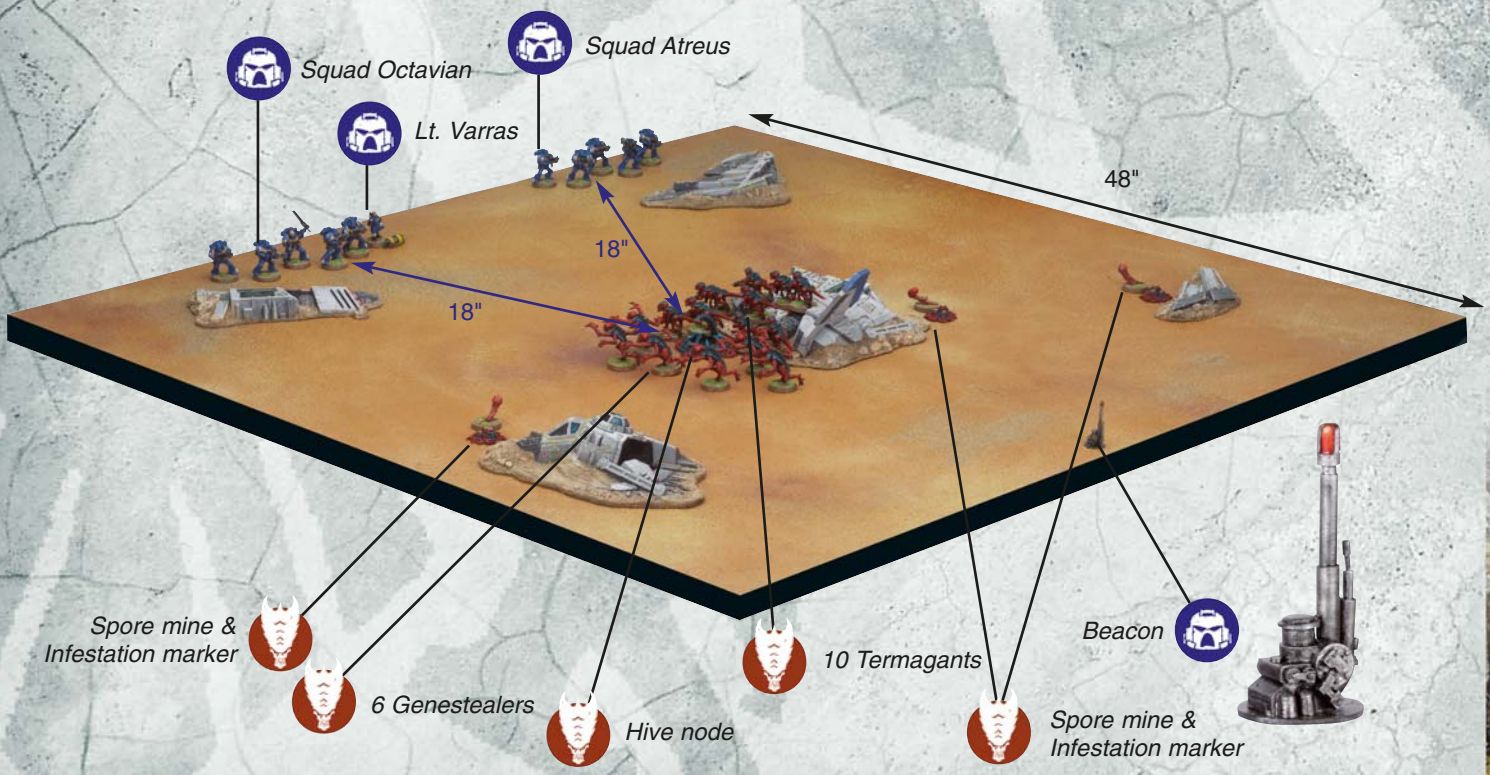
"Atreus, maintain supporting fire. We have an opportunity to destroy this abomination and must take it. We will make good use of the fusion core Varras carries with him, and purge this xenos infestation once and for all. By the Emperor, these beasts shall rue the day they sought to despoil Macragge!"

SET-UP

Terrain as in Mission 5. Squad Atreus and Squad Octavian are placed on one table edge, 12" apart. The locator beacon is put in the centre of the opposite table edge. The hive node is placed as in Mission 5, with one unit of six Genestealers and one unit of ten Termagants touching it. The Tyranid player places three Infestation markers touching any wreckage, no closer than 12" from the Space Marines. One spore mine, of any type, is placed by each marker. The Ultramarines player goes first and must escape the planet by the end of his twelfth turn.

OBJECTIVES

- Ultramarines Win: Major – Hive node destroyed, all Space Marines escape with the gene-seed.
- Ultramarines Win: Minor – Hive node destroyed, at least five Space Marines escape with the gene-seed.
- Tyranid Win: Major - Hive node intact, all Space Marines dead.
- Tyranid Win: Minor – Hive node intact, more than two Space Marines dead.
- Draw: Any other result.



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ULTRAMARINES RULES

Move: *Both squads move as in Mission 5.*

Shoot: *Each squad can shoot at one unit of Tyranids per turn. They can target either Termagants, Genestealers, spore mines or Infestation markers. Bolters and frag missile hits need a 4+ to detonate mines and destroy markers.*

Assault: *Either or both squads can choose to charge into assault as detailed previously. Remember a squad cannot charge if it shoots, and gains one additional attack for each model that moves into base contact with an enemy model on the turn it charges.*

The Fusion Core: *Both Varras and the core can be carried as detailed in Mission 4. The core is the only thing that can completely destroy the hive node. To do this the squad with the core must assault the node. The model carrying the core must move into contact with the node and, on a D6 roll of 3+, drop it down the oozing gullet. If the attempt fails, the model can try again in the next round of close combat. Once the core is successfully dropped into the node, it will explode after two more complete Ultramarines' turns, utterly destroying it and removing it from play.*

Retrieval: *An Ultramarine who remains in contact with the beacon for a whole turn without moving can activate the locator signal; they can still shoot or fight but must maintains contact with the beacon. At the end of the following Tyranid turn, the Thunderhawk gunship Cestus arrives to pick up the survivors. Any Space Marines not within 6" of the beacon at the end of the next Ultramarines' turn cannot get aboard in time and are considered casualties.*

TYRANIDS RULES

Move/Shoot/Assault: *Termagants and Genestealers will move, shoot and assault exactly as described in previous missions.*

Infestation markers: *At the end of the Tyranids turn, each Infestation marker is able to return a spore mine not in play. The type of mine returned is determined by whichever model is chosen. Infestation markers can be destroyed by one flamer wound or two other wounds of any kind. Spore mines in this mission are either explosive, acid or poison mines, as represented by their models. Whatever their type, spore mines return to play using the same method as in Mission 1.*

Acid Spore Mine: *Acid spore mines, when they make contact with an enemy or are detonated by being shot, spray out gouts of concentrated acid. Roll the Scatter dice. If an arrow is rolled, place the Template with the small end touching the mine, pointing in the direction rolled. If a 'HIT' is rolled, the Tyranid player can choose the direction of the Template. Any non-Tyranid model wholly or partially covered by the Template is automatically hit. Varras is wounded on a roll of 3+ and Space Marines on a 4+. The acid is so strong that it burns through any armour, even power armour, allowing no saves. The spore mine is then removed from play.*

Poison Spore Mines: *When a poison spore mines detonates, place the central hole of the small Blast marker over the mine. Any non-Tyranid model covered by the Blast marker is hit, and will be wounded on a D6 roll of 4+. Wounded models must check to see if their armour saves them. Varras saves on a D6 roll of 5+, while the Space Marines need a 3+. The spore mine is then removed from play.*

Exploding Spore Mine: *When it detonates, place the central hole of the large Blast marker over the mine. If Varras is touched by any part of the Blast marker, he is killed on a D6 roll of 3+. Any Space Marine touched by the Blast marker is wounded on a 4+, and has an Armour Save of 3+. The spore mine is then removed from play. Other spore mines under the marker are detonated on a 4+. The mine is removed from play.*

The Hive Node: *Functions as in Mission 5. It begins the mission with four wounds and will return dead or unused Tyranids at a rate of three Termagants and two Genestealers per turn. Once it has taken two wounds, it is damaged, and will return just two Termagants and one Genestealer per turn. If disabled, the hive node stops reproducing Tyranid replacements altogether. Once four Termagants or two Genestealers are reproduced by the hive node, they operate as a unit with all previous rules. Until they have enough models to form a unit, they may not move, but can shoot or fight in close combat and count as in cover if shot at. Termagants and Genestealers are returned touching the hive node if possible, but must always be more than 1" away from any enemy models that may be close to the hive node.*